

## CLAIMS

1  
2  
3 1. Method for deriving a class and/or an object having a given name (class1),  
4 characterized in that it consists of making a copy (27c) of the entire tree (27a) of the class or the  
5 object, of storing (D) the copy of the tree and of changing said name in order to assign a name  
6 (class D2) to the stored copy.

1 2. Method according to claim 1, characterized in that the copy is made through a  
2 serialization of the tree representing said class or said object by copying the tree into a memory  
3 (D), and the storage of the copy of the tree consists of copying it again into memory (30).

1 3. Method according to claim 1 or 2, characterized in that the derivation is an  
2 inheritance of the class (class1).

1 4. Method according to claim 1 or 2, characterized in that the derivation is an  
2 instantiation of the class (class1).

1 5. Method according to claim 1 or 2, characterized in that the derivation is a cloning  
2 of an object.

1 6. Method according to any of claims 1 through 5, characterized in that it consists of  
2 automatically generating the class or the derived object by means of a tool (30) having at least  
3 one dialog box (21).

1 7. Method according to claim 6, characterized in that it is implemented by a designer  
2 (C) who is a computer expert, using a command interface (11) of the computer system (10) used  
3 for the control of the computer system by a user (U) who may not be a computer expert.

1 8. Computer system (10), characterized in that it implements the method defined  
2 according to any of claims 1 through 7.

